

FIG. 1

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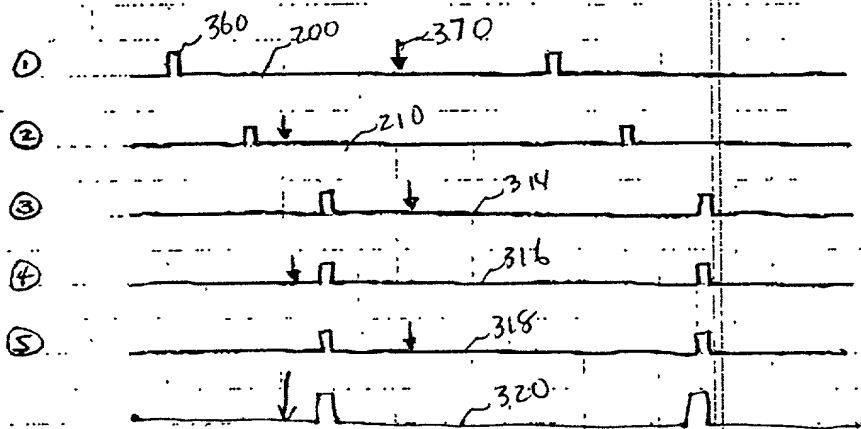
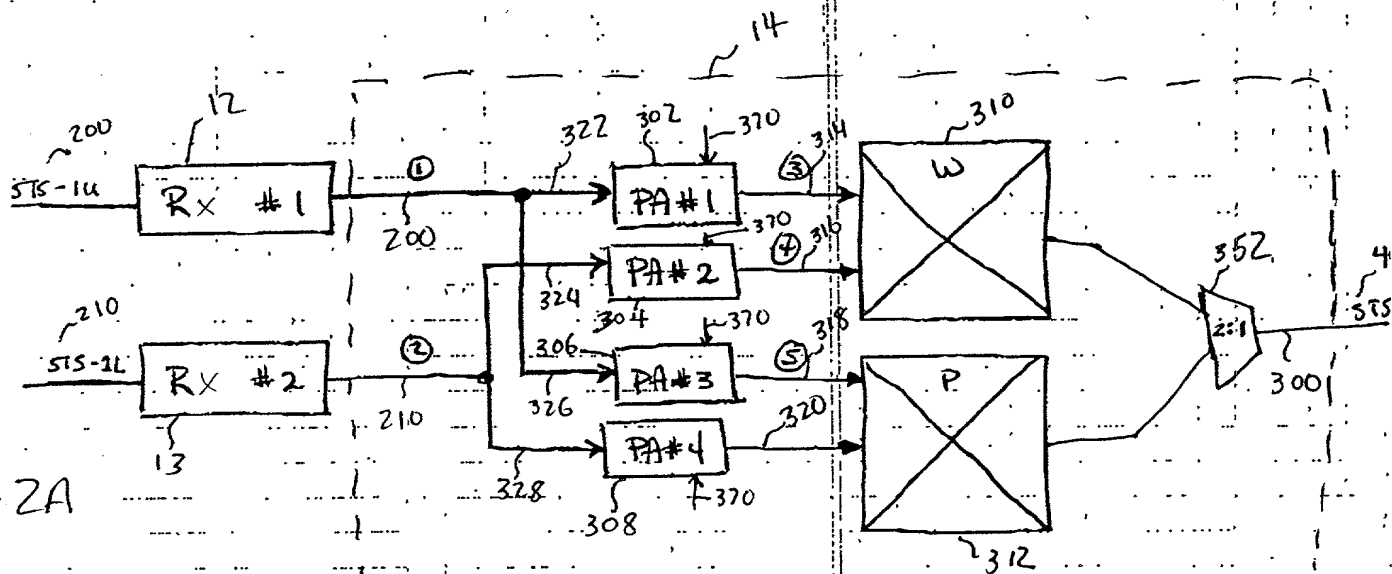


FIG. 2B

09966588.092801

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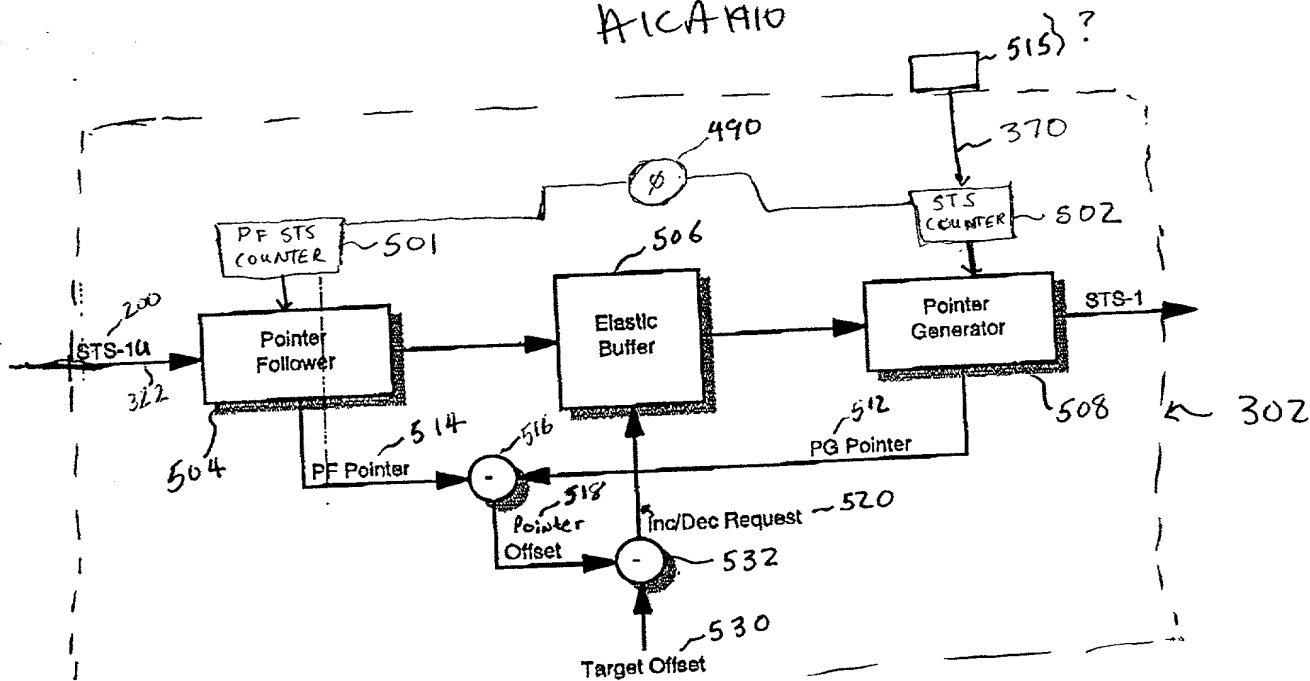
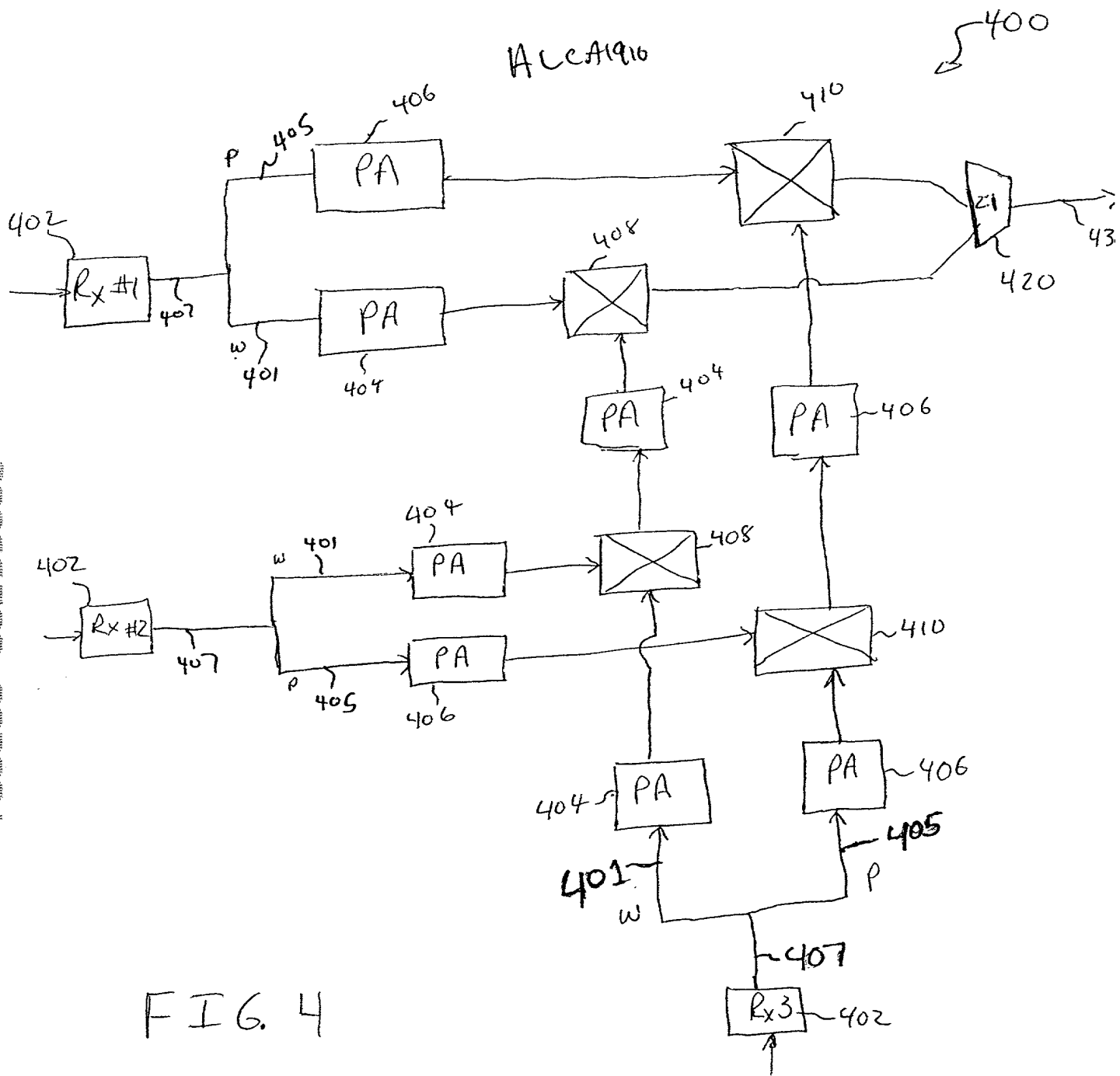


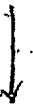
FIG. 3.



START
Switching Architecture determined



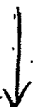
System Architect determines the minimum and maximum STS-offset that will be seen by the working and protect Pointer Address.



Software selects an appropriate pointer offset for the working protect path such that the equations are satisfied: (working and protect)

$$\text{PTR_OFFSET} - \text{STS_OFFSET} \Big|_{\text{max}} > \text{DEPTH} \Big|_{\text{min}}$$

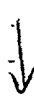
$$PTR_OFFSET - STS_OFFSET \Big|_{min} < DEPTH \Big|_{max}$$



Software programs the ^{same} Pointer Offset into the working and protect Pointer Address.



A feedback mechanism in the pointer adder ensures that the programmed pointer offset is always maintained.



Frame Alignment is achieved in the system while Pointer Alignment is maintained.

↓ ∴
END 77-0

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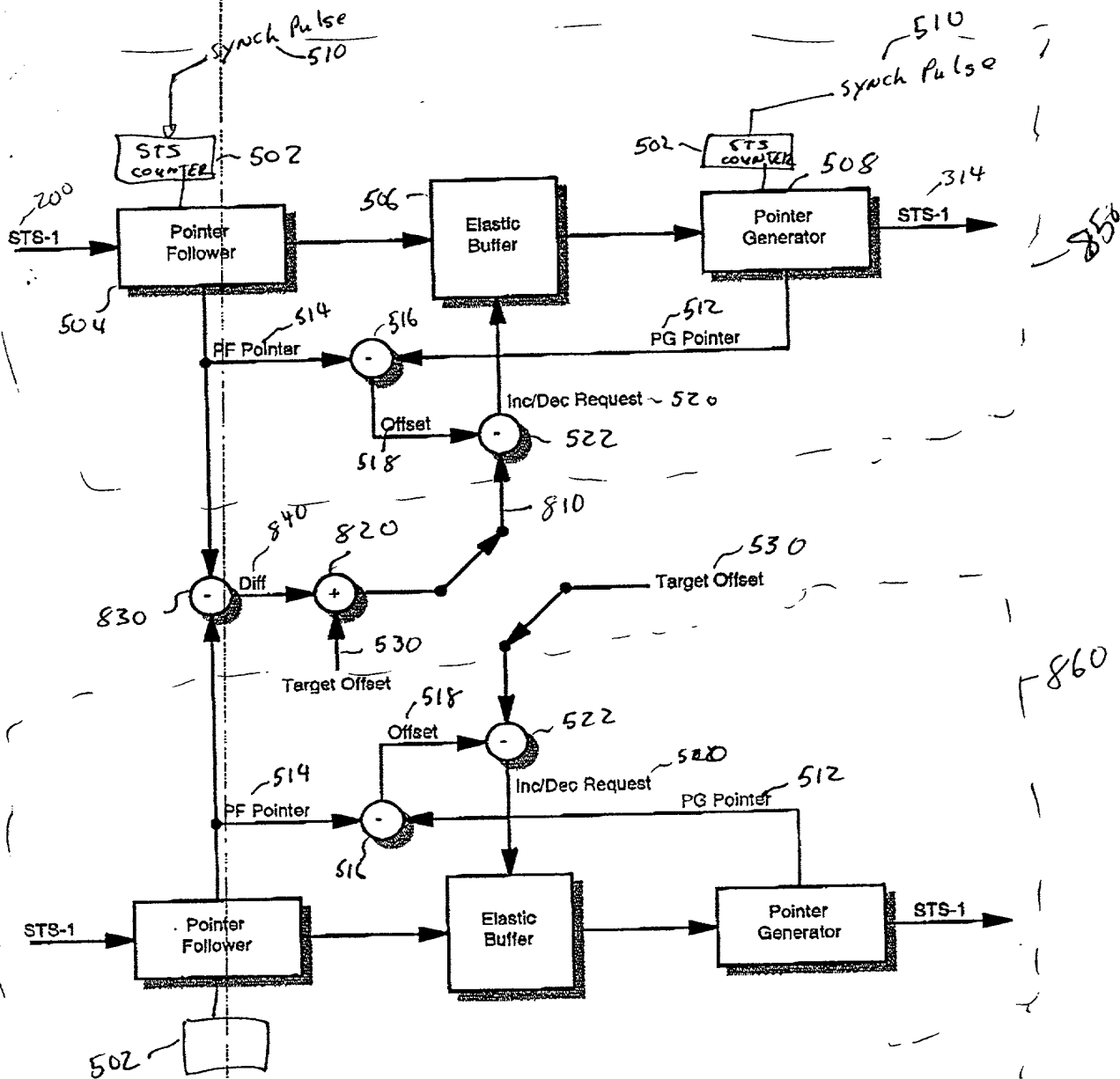


FIG. 6.